

PHONICS ESCAPE ROOM



He's Back

His name is **ZORFIE**, and he comes from a planet called **ZORF**, located four billion miles past Jupiter.

Today, he returned to Earth. Not because he is lost. Not because his ship is broken. This time, Zorfie came because his planet needs your help!

HERE IS THE PROBLEM

On Planet Zorf, words only have short vowel sounds. The Zorfians have never heard of long vowels. They do not know that sometimes a vowel says its own name. They do not know about silent E. They do not know about vowel teams. And because of this... they cannot read the emergency signal that appeared this morning in the middle of Zorf.

The signal is written in long vowel code — Earth's code — and without your help, the Zorfians cannot decode it in time.

There are 10 tasks for you to solve. Every nonsense word follows the same rules as real words. You are not guessing. You are **DECODING**.

Your team name is: **THE ZORF DECODERS**.

YOUR MISSION: Decode the nonsense words and save the planet Zorf before the sun sets and the planet goes dark.

Sound it out before you skip it. Work together — two brains decode better than one.

TASK # 1

Match the letter code below. Look at the picture, then write that letter in the box.

Which letter begins with the same sound as the picture?

							
d	e	f	g	h	i	j	k
							
q	r	s	t	u	v	w	x

Write the letter in the box below. Help Zorfie, Circle the real word.



10 CHALLENGES

TASK # 3

Circle all the nonsense words in the box. Circle all the words that have the same long vowel sound as the picture.

cee zeat zite jone
freat zay ice

NONSENSE WORDS WITH LONG VOWELS



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**USE AS A
GROUP OR
INDIVIDUALLY**

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MULTISENSORY NONSENSE WORD CHALLENGES

TASK # 1

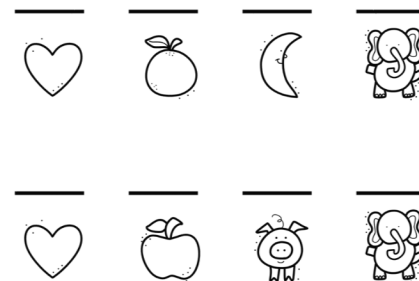


Use the secret alphabet code below. Look at the picture, find the matching letter, then write that letter on the line above that picture.

Hint: Each letter begins with the same sound as the picture.

												
a	b	c	d	e	f	g	h	i	j	k	l	m
												
n	o	p	q	r	s	t	u	v	w	x	y	z

Read the words below. Help Zorfie, Circle the real word.



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SCIENCE OF READING ALIGNED

PRINTABLE PHONICS ESCAPE ROOM

TASK # 2

1. Read the nonsense word on the left
2. Find the picture on the right that has the same **long vowel sound**.
3. Draw a line to match the pictures.



SOUND MATCH

koap ●

slake ●

zie ●

plu ●

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INTERACTIVE ENGAGING PHONICS REVIEW



SOUND MAZE

TASK # 7

1. Start at Zorfie.
2. Read each word out loud.
3. Color the square if the word is a real word.
4. Keep coloring the correct pictures to make a path from Zorfie to his ship.



cake	hide	b
yote	tro	note
plo	grude	bri
thry	neef	yain
jame	fube	yeat

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TASK # 8

Look at each picture. Say the word.
Write the first sound you hear on the line to find the clue.
Circle the right picture in the box at the bottom.



UNSCRAMBLE CHALLENGE



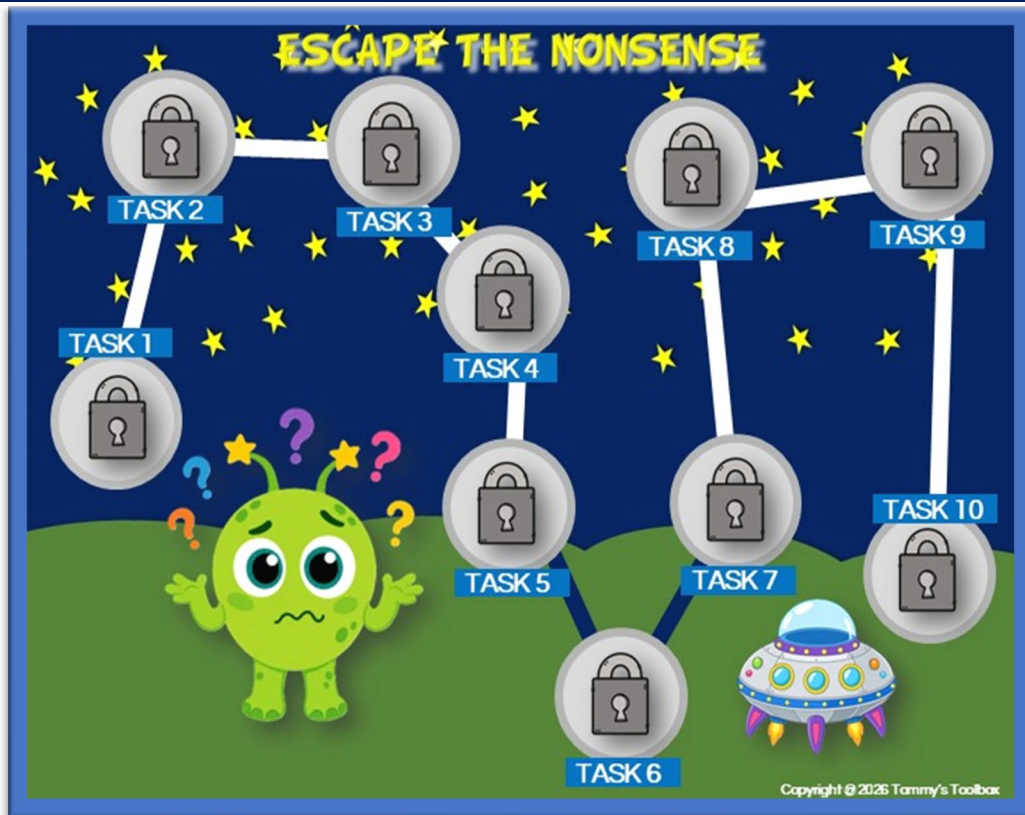
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**FUN
CHALLENGING
BUILDS SKILLS
PROMOTES PROBLEM SOLVING**

PHONICS & PHONEMIC AWARENESS

PHONICS ESCAPE ROOM



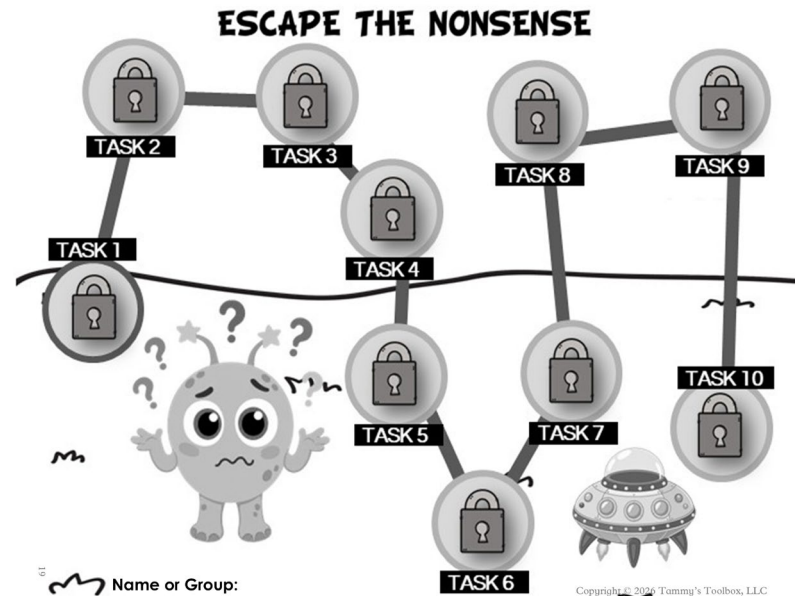
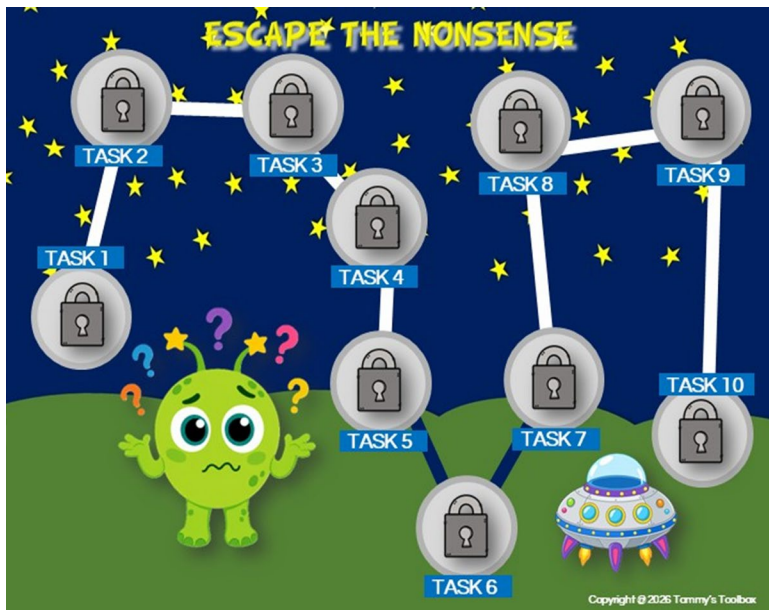
**EASY TO USE
PRINT AND
GO**



COLLECT STARS – SAVE THE PLANET!

PHONICS ESCAPE ROOM

5 or 10 CHALLENGE PLAY OPTIONS



**INCLUDES BLACK
AND WHITE MAPS**

Name or Group _____

Recording Sheet

Place your answers to the puzzles in the
boxes below

Task 1	
Task 2	
shens • •	•
whibs • •	•
chots • •	•
thons • •	•
Task 5	
zath	•
tash	•
zick	•
zell	•
Task 6	

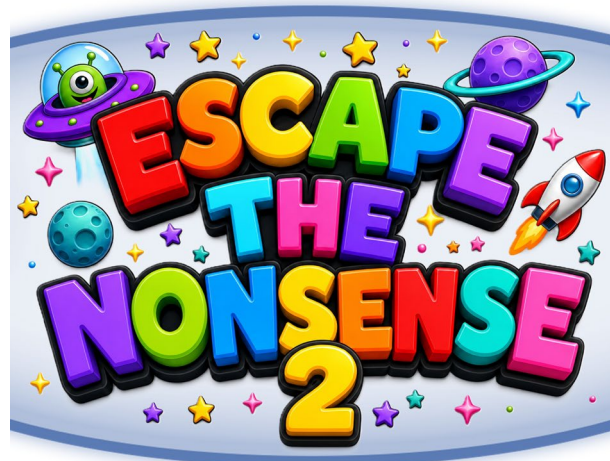
COLLECT STARS – SAVE THE PANET

PHONICS ESCAPE ROOM

SKILLS

- Long Vowels
- Vowel Teams
- CVCe
- Open Syllables
- Rhyming
- Decoding Skills
- Spelling
- Problem Solving
- Following Directions
- Cooperation

INCLUDES DIRECTIONS AND ANSWERS



ROOM SET-UP DIRECTIONS

MATERIALS

- Copies – See Preparation Checklist
- Pencils
- Scissors
- Glue
- Optional: Circle Punch
- Optional: Treat box with small prizes

PLAYING THE ESCAPE ROOM

1. Begin by reading the **Introduction** on (page 5-6) aloud to the class.
2. Each group chooses a task station to begin.
3. Students work independently or with partners to complete the worksheet at each station.
4. When finished, students check their answers using the **Answer Booklet** (pages 30-40) or by showing their work to the teacher.
5. If their answers are correct, they cut out the shell from the **shell sheet** (page 21-22) and paste it onto their **Escape Map**.
6. Once they've completed all the tasks and collected all the shells, students can trade in their completed map for a **Congratulations Certificate or reward**.
7. Celebrate!

OPTIONAL

- Set a timer.
- Include a small treat inside the container with the completion certificates.
- Precut the shells for each task for younger grades to glue onto their maps.
- Use shell or sea life stickers for the escape map.
- Laminate for many uses.
- Use a circle punch to cut out the shells.
- Print the recording sheets double sided.

ANSWERS

**TASK # 5**

Circle the picture in the box that rhymes with the nonsense word.

yain



boap





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- Escape room can be reused, however, you may wish for younger kids to write directly on the worksheet.
- ☐ Print the **Task Signs** (pages 23-27), cut them out, and place them around the room. Place a set of printed tasks at each station.
 - ☐ Inside a box (or container of your choice), place a copy of the **Congratulations Certificate** (page 28) for each student.
 - ☐ Print the **answer sheets** for reference.

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PHONICS AND PHONEMIC AWARENESS

PHONICS ESCAPE ROOM

TASK 1



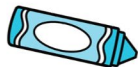
zue

yail

zee

jie

yoe



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TASK 2



words in the box. Put an x beside the nonsense words and circle the 3 real words in the puzzle. Circle the box when you find each one. Words go across, down, and diagonal.

ke ☐ yail ☐ rube ☐ b
☐ zake ☐ leaf

q r d o a j
h y u h h x
g y e b r h
j y a f e o

o s a y u i l e a r
u v g l k w t
p b x b q w b l g q
k d l o q j u i b c
y y w a l v e h k p

WORDFIND

TASK 3



tlame

koe

spage

peer

RIDDLES

I float on the water but never get wet,
I carry your cargo without a fret.
I have no legs, yet I travel far,
Sailing beneath the sun and the stars.

What am I?

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COLLECT STARS – SAVE THE PLANET

PHONICS ESCAPE ROOM

F.A.Q.

How long does this activity take to complete?

It really depends on a lot of things. Estimated completion time is 30+ minutes but it's based on the kids' puzzle skills, group size, and age.

How many kids can play at once?

Kids can play individually, with friends, or in large groups. There really is no limit to the number of players.

What if the kids get stuck on one of the puzzles?

First off, let them think for a bit! This is where critical thinking skills come in. If they get stuck, have them ask other students or an adult for hints.

Where do kids start?

Kids can start on any puzzles and complete the puzzles in ANY order!

How do you know if their answers are correct?

There is an answer key provided in the PDF.

How do I set up the activity?

Just print and play! Everything you need is included in your download. You don't need locks, envelopes, or special equipment. You can hang or hide the puzzles or just spread them out on the table.

Do I have to print out the game materials for every kid?

Nope! You ONLY have to print out one set of puzzles. Print one escape map, shell sheet, and one recording sheet for each group. Just one set of the actual puzzles is all you need! If you want students to write on the worksheets, then print a set for each group or student.

TASK # 10

Find the . Follow the arrows to find the letter and write it on the line.



1. →	—	d	e	a	k
2. ↑ ↑ →	—	l	n	g	f
3. ↑ ↑ ←	—	c	k		a
4. ↓ ← ← ↑	—	a	y	b	c

Unscramble the nonsense word to answer the question.



What does Zorfie like?

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start → 	cake	hide	boke
yote	tro	note	rain
plo	grude	bri	soap

TASK # 9



1. Read the nonsense word on the left
2. Find the picture on the right that has the same **long vowel sound**.
3. Draw a line to match the pictures.



zue



yail



EASY TO USE

ABOUT ESCAPE ROOMS

Students LOVE Phonics Escape Rooms! They make practicing phonics way more exciting than a worksheet ever could. The puzzles are just the right level—challenging but doable—and the theme totally hooks them in. Use it during small groups and again as a fun Friday activity with the whole class.

Escape rooms like this are such a great way to review because kids are so engaged they don't realize they're learning. They're reading, spelling, and working together the whole time. The print-and-go format is no prep and easy to set up.

Add this to your phonics toolkit today!



EASY TO USE